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ABSTRACT

Experiential learning is a client-focused, supported approach to individual, group, or organizational development, which engages the young or adult learner, using the elements of action, reflection, and transfer. This book explores the theory and practice of experiential learning as the basis for designing and delivering effective learning exercises in the classroom or outdoors. The "learning combination lock" is presented as a model of the complexity of the learning experience; the lock has six "tumblers" offering choices in the areas of milieu, environmental elements, the senses, the emotions, forms of intelligence, and ways of learning. Chapters cover: (1) introduction to the model and the book; (2) exploring experiential learning (definitions, types of experiential learning, history of experiential learning theory); (3) the design milieu (methods and materials, planning, adventure activities, sequencing, stimulating the senses, constructing and using physical objects); (4) exploring reality (fantasy, play, role playing, metaphors, storytelling, reflecting on reality); (5) places and elements (indoor versus outdoor, the sensory power of nature, environmental action); (6) the emotional experience; (7) working with emotions (fear, humor and positive emotions, accessing emotions through metaphors); (8) good practice and ethics (facilitator roles, ground rules and values, ethical models, codes of practice); (9) ways of learning; and (10) imagining and experiencing the future. (Contains approximately 240 references, suggestions for further reading, and an index.) (SV)

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